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[line sampling object scene](#) and [non regular image plane](#)

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1 [Image capture: Multiview radial catadioptric imaging for scene capture](#)



Sujit Kuthirummal, Shree K. Nayar

July 2006 **ACM Transactions on Graphics (TOG)**, Volume 25 Issue 3

Publisher: ACM Press

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we present a class of imaging systems, called *radial imaging systems*, that capture a scene from a large number of view-points within a single image, using a camera and a curved mirror. These systems can recover scene properties such as geometry, reflectance, and texture. We derive analytic expressions that describe the properties of a complete family of radial imaging systems, including their loci of viewpoints, fields of view, and resolution characteristics. We have built ...

Keywords: 3D reconstruction, BRDF estimation, catadioptric imaging, multiview imaging, radial imaging, stereo, texture mapping

2 [Model-based object recognition in dense-range images—a review](#)



Farshid Arman, J. K. Aggarwal

March 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 1

Publisher: ACM Press

Full text available: [pdf\(3.42 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The goal in computer vision systems is to analyze data collected from the environment and derive an interpretation to complete a specified task. Vision system tasks may be divided into data acquisition, low-level processing, representation, model construction, and matching subtasks. This paper presents a comprehensive survey of model-based vision systems using dense-range images. A comprehensive survey of the recent publications in each subtask pertaining to dense-range image object recogni ...

Keywords: 3D object recognition, 3D representations, CAD-based vision, dense-range images, image understanding

3 [Image collections: Photographing long scenes with multi-viewpoint panoramas](#)



Aseem Agarwala, Maneesh Agrawala, Michael Cohen, David Salesin, Richard Szeliski

July 2006 **ACM Transactions on Graphics (TOG)**, Volume 25 Issue 3



Publisher: ACM Press

Full text available: [pdf\(3.41 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present a system for producing multi-viewpoint panoramas of long, roughly planar scenes, such as the facades of buildings along a city street, from a relatively sparse set of photographs captured with a handheld still camera that is moved along the scene. Our work is a significant departure from previous methods for creating multi-viewpoint panoramas, which composite thin vertical strips from a video sequence captured by a translating video camera, in that the resulting panoramas are composed ...

4 Image-based objects



Manuel M. Oliveira, Gary Bishop

April 1999 **Proceedings of the 1999 symposium on Interactive 3D graphics**

Publisher: ACM Press

Full text available: [pdf\(1.04 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: 3-D warp, image-based objects, image-based rendering

5 Multiple-view geometry for image-based modeling



Jana Košecká, Yi Ma, Stefano Soatto, René Vidal

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes
SIGGRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(23.14 MB\)](#) Additional Information: [full citation](#), [abstract](#)

This course presents the state of the art in multiple-view geometry, including methods and algorithms for reconstructing 3-D geometric models of scenes from video or photographs. This course is based on a novel approach to multiple-view geometry that only requires linear algebra, as opposed to more involved projective and algebraic geometry that most current methods employ. This new approach aims to make image-based modeling techniques accessible to a larger audience compared to existing ones.
T ...

6 Three-dimensional medical imaging: algorithms and computer systems



M. R. Stytz, G. Frieder, O. Frieder

December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4

Publisher: ACM Press

Full text available: [pdf\(7.38 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#),
[review](#)

Keywords: Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering

7 Isosurface extraction techniques for Web-based volume visualization

Klaus Engel, Rüdiger Westermann, Thomas Ertl

October 1999 **Proceedings of the conference on Visualization '99: celebrating ten years**

Publisher: IEEE Computer Society Press

Full text available: [pdf\(2.16 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index](#)

terms

The reconstruction of isosurfaces from scalar volume data has positioned itself as a fundamental visualization technique in many different applications. But the dramatically increasing size of volumetric data sets often prohibits the handling of these models on affordable low-end single processor architectures. Distributed client-server systems integrating high-bandwidth transmission channels and Web-based visualization tools are one alternative to attack this particular problem, but theref ...

Keywords: Web-based applications, distributed systems, isosurface reconstruction, volume visualiation

8 The elements of nature: interactive and realistic techniques



Oliver Deussen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes**

SIGGRAPH '04

Publisher: ACM Press

Full text available: pdf(17.65 MB) Additional Information: [full citation](#), [abstract](#)

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

9 Computational Approaches to Image Understanding



Michael Brady

March 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 1

Publisher: ACM Press

Full text available: pdf(10.04 MB) Additional Information: [full citation](#), [references](#), [citing](#), [index terms](#)

10 Real-time shading



Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes**

SIGGRAPH '04

Publisher: ACM Press

Full text available: pdf(7.39 MB) Additional Information: [full citation](#), [abstract](#)

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

11 Radiance interpolants for accelerated bounded-error ray tracing



Kavita Bala, Julie Dorsey, Seth Teller

July 1999 **ACM Transactions on Graphics (TOG)**, Volume 18 Issue 3

Publisher: ACM Press

Full text available: pdf(888.58 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#), [index terms](#), [review](#)

Ray tracers, which sample radiance, are usually regarded as offline rendering algorithms that are too slow for interactive use. In this article we present a system that exploits object-space, ray-space, image-space, and temporal coherence to accelerate ray tracing. Our system uses per-surface interpolants to approximate radiance both interactive and batch ray tracers. Our approach explicitly decouples the two primary operations of a ray tracer—shading and visibility de ...

Keywords: 4D interpolation, approximation, data structures, error bounds, interactive, interval arithmetic, radiance, rendering, rendering systems, visibility

12 Applications: Tour into the video: image-based navigation scheme for video



sequences of dynamic scenes

Hyung Woo Kang, Sung Yong Shin

November 2002 **Proceedings of the ACM symposium on Virtual reality software and technology**

Publisher: ACM Press

Full text available: pdf(4.53 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Tour Into the Picture (TIP) is a method for generating a sequence of walk-through images from a single reference image. By navigating a 3D scene model constructed from the image, TIP provides convincing 3D effects. This paper presents a comprehensive scheme for creating walk-through images from a video sequence by generalizing the idea of TIP. The purpose of this work is to let users experience the feel of navigating into a video sequence with their own interpretation and imagination about a giv ...

Keywords: animation, image-based rendering, video sequence

13 Real-time shadowing techniques



Tomas Akenine-Moeller, Eric Chan, Wolfgang Heidrich, Jan Kautz, Mark Kilgard, Marc Stamminger

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(11.17 MB) Additional Information: [full citation](#), [abstract](#)

Shadows heighten realism and provide important visual cues about the spatial relationships between objects. But integration of robust shadow shadowing techniques in real-time rendering is not an easy task. In this course on how shadows are incorporated in real-time rendering, attendees learn basic shadowing techniques and more advanced techniques that exploit new features of graphics hardware. The course begins with shadowing techniques using shadow maps. After an introduction to shadow maps and ...

14 High dynamic range imaging



Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.22 MB) Additional Information: [full citation](#), [abstract](#)

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

15 Light field rendering



Marc Levoy, Pat Hanrahan

August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available: [pdf\(376.59 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: epipolar analysis, holographic stereogram, image-based rendering, light field, vector quantization

16 Collision detection and proximity queries



Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(11.22 MB\)](#) Additional Information: [full citation](#), [abstract](#)

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

17 Texture mapping 3D models of real-world scenes



Frederick M. Weinhaus, Venkat Devarajan

December 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 4

Publisher: ACM Press

Full text available: [pdf\(1.98 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

Texture mapping has become a popular tool in the computer graphics industry in the last few years because it is an easy way to achieve a high degree of realism in computer-generated imagery with very little effort. Over the last decade, texture-mapping techniques have advanced to the point where it is possible to generate real-time perspective simulations of real-world areas by texture mapping every object surface with texture from photographic images of these real-world areas. The technique ...

Keywords: anti-aliasing, height field, homogeneous coordinates, image perspective transformation, image warping, multiresolution data, perspective projection, polygons, ray tracing, real-time scene generation, rectification, registration, texture mapping, visual simulators, voxels

18 Point-based computer graphics



Marc Alexa, Markus Gross, Mark Pauly, Hanspeter Pfister, Marc Stamminger, Matthias Zwicker

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(8.94 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#)

This course introduces points as a powerful and versatile graphics primitive. Speakers

present their latest concepts for the acquisition, representation, modeling, processing, and rendering of point sampled geometry along with applications and research directions. We describe algorithms and discuss current problems and limitations, covering important aspects of point based graphics.

19 Point-based rendering: Hardware-accelerated point-based rendering of complex scenes

Liviu Coconu, Hans-Christian Hege

July 2002 **Proceedings of the 13th Eurographics workshop on Rendering EGRW '02**

Publisher: Eurographics Association

Full text available:  pdf(1.33 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

High quality point rendering methods have been developed in the last years. A common drawback of these approaches is the lack of hardware support. We propose a novel point rendering technique that yields good image quality while fully making use of hardware acceleration. Previous research revealed various advantages and drawbacks of point rendering over traditional rendering. Thus, a guideline in our algorithm design has been to allow both primitive types simultaneously and dynamically choose the ...

20 Random sample consensus: a paradigm for model fitting with applications to image analysis and automated cartography

Martin A. Fischler, Robert C. Bolles

June 1981 **Communications of the ACM**, Volume 24 Issue 6

Publisher: ACM Press

Full text available:  pdf(1.23 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A new paradigm, Random Sample Consensus (RANSAC), for fitting a model to experimental data is introduced. RANSAC is capable of interpreting/smoothing data containing a significant percentage of gross errors, and is thus ideally suited for applications in automated image analysis where interpretation is based on the data provided by error-prone feature detectors. A major portion of this paper describes the application of RANSAC to the Location Determination Problem (LDP): Given an image depi ...

Keywords: automated cartography, camera calibration, image matching, location determination, model fitting, scene analysis

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